1A

Read pg 82 - 90

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| 1. ***WAP to calculate simple interest for 3 sets of p, n and r.*** 2. ***Print numbers from 1 to 10.*** 3. ***Print numbers from 10 to 1.*** 4. ***Print numbers from 1 to 10 using ++ operator.*** 5. ***Print numbers from 10 to 1 using – operator.*** 6. ***Print numbers from 10 to 1 using -= operator.*** 7. ***Print numbers from 1 to 10 using += operator.*** 8. ***Print numbers from 1 to 10 using a post-incrementation operator.*** 9. ***Print numbers from 10 to 1 using a post-decrementation operator.*** 10. ***Print numbers from 1 to 10 using a pre-incrementation operator.*** 11. ***Print numbers from 10 to 1 using a post incrementation operator.*** |

2A

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| 1. ***WAP to accept a number and print it in reverse order.*** 2. ***WAP to accept a number and display the sum of its digits.*** 3. ***WAP to accept a number and display the highest digit in that number.*** 4. ***WAP to accept a number and display if it is an Armstrong number.*** 5. ***WAP to list all the Armstrong numbers from 0 to 1000.*** 6. ***WAP to accept 10 numbers from the user and display the sum of the entered numbers.*** 7. ***WAP to accept a number and display the multiplication table for that number upto 12.*** 8. ***WAP to display all even numbers from 1 to n*** |

2B

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| 1. ***WAP to find sum of all even numbers between 1 to n*** 2. ***WAP to find and print the first and last digit of a number.*** 3. ***WAP to find the sum of first and last digit of a number.*** 4. ***WAP to swap first and last digits of a number.*** 5. ***WAP to accept a number and find the sum of its digits.*** 6. ***WAP to accept a number and find the product of the digits of the entered number*** 7. ***WAP to accept a number and print it in reverse order.*** 8. ***WAP to accept a number and display the reverse of the number along with the original number.*** 9. ***WAP to accept a number and check whether that number is a palindrome or not.*** 10. ***WAP to accept a number and print it in words. Input = 103, output = one zero three.*** 11. ***WAP to print all the ASCII characters with their values.*** 12. ***WAP to print all alphabets from a to z*** |

1B

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| 1. ***WAP to print all even numbers in the range 100 to 200.*** 2. ***WAP to print all numbers that are divisible by 3 and 5 in the range 1 to 1000.*** 3. ***WAP to display odd numbers from 100 to 1*** 4. ***WAP to accept a number and display all the numbers from that number to 1*** 5. ***WAP to accept a number and display all the numbers from 1 to that number.*** 6. ***WAP to accept a number and display the sum of numbers from 1 to the given number.*** 7. ***WAP to accept a number and display its factors. \*\*DONT DO THIS\*\**** 8. ***WAP to accept a number and display the count of the number of its digits.*** |

3A

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| 1. ***WAP to find power of a number.*** 2. ***WAP to find all factors of a given number.*** 3. ***WAP to find the factors of a given number except 1 and num itself*** 4. ***WAP to calculate factorial of a number.*** 5. ***WAP to find HCF(GCD) of two given numbers.*** 6. ***WAP to find LCM of two given numbers.*** 7. ***WAP to check whether a given number is Prime or not.*** 8. ***Print all Prime numbers between 1 to n.*** 9. ***WAP to check whether a number is a Strong number or not.*** 10. ***WAP to print all strong numbers between 1 to n.*** 11. ***WAP to print Fibonacci series up to n terms.*** 12. ***WAP to find one’s complement of a binary number.*** 13. ***WAP to find two’s complement of a binary number.*** 14. ***WAP to convert Binary to Octal number system.*** |

4A

Textbook

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| 1. ***WAP to calculate overtime pay of 10 employees. Overtime is paid at the rate of $ 12.00 per hour for every hour worked above 40 hours. Assume that employees do not work for fractional part of an hour.*** 2. ***WAP to find the factorial of any number entered by the user.*** 3. ***Two numbers are entered through the keyboard, WAP to find the value of one number raised to the power of another.*** 4. ***WAP to print all the ASCII values and their equivalent characters using a while loop. The ASCII values vary from 0 to 255.*** 5. ***WAP to print out all Armstrong numbers between 1 and 500. If sum of cubes of each digit of the number is equal to the number itself, then the number is called an Armstrong number.***   ***For Ex: 153 = (1\*1\*1)+(5\*5\*5)+(3\*3\*3)*** |

4B

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| 1. ***WAP for a matchstick game being played between the computer and a user. Your program should ensure that the computer always wins. Rules for the gam are as follows:***  * ***There are 21 matchsticks.*** * ***The computer asks the player to pick 1, 2, 3 or 4 matchsticks.*** * ***After the person picks, the computer does its picking.*** * ***Whoever is forced to pick up the last matchstick loses the game.*** |

3B

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| 1. ***WAP to convert Binary to Decimal number system.*** 2. ***WAP to convert Binary to Hexadecimal number system.*** 3. ***WAP to convert Octal to Binary number system.*** 4. ***WAP to convert Octal to Hexadecimal number system.*** 5. ***WAP to convert Decimal to Binary number system.*** 6. ***WAP to convert Decimal to Octal number system.*** 7. ***WAP to convert Decimal to Hexadecimal number system.*** 8. ***WAP to convert Hexadecimal to Octal number system.*** 9. ***WAP to convert Hexadecimal to Decimal number system.*** |

5A

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| 1. ***WAP to enter numbers till the user wants. At the end it should display the count of positive, negative and zeroes entered.*** 2. ***WAP to receive an integer and find its octal equivalent. (To obtain octal equivalent of an integer, divide it continuously by 8 till dividend doesn’t become zero, then write the remainder obtained in reverse direction.)*** 3. ***WAP to find the range of a set of numbers entered through the keyboard. Range is the difference between the smallest and biggest number in the list.*** |

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